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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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WARNING - PLEASE READ the enclosed consumer information and precautions booklet carefully before using your Nintendo® hardware system or game pak.

Thank you for buying Lemmings 2: The Tribes for the Super Nintendo Entertainment System. Please read this instruction booklet carefully before playing.

1. Ensure your Super Nintendo Entertainment System is turned off before inserting the Game Pak.

2. Insert the Game Pak into the console in accordance with your system user instructions.

3. Turn on the system.

4. The introductory sequence and game will now begin.

The Story

By now, you'll probably be aware of the horrible plight the Lemmings face. Not only do they have to leave their lovely little huts for good, but they also have to escape from Lemming Island before they perish in the Darkness that's coming.

If you haven't heard the news, wait until the opening credits are complete. Then the Story-Keeper will begin his tale.

Lemming Island is made up of twelve lands of Lemmings tribes - each with a distinct, er... culture. You must guide each Lemmings tribe through their own set of ten levels. If they complete their journey, then that tribe has reached the Ark with their piece of Talisman. If you guide all twelve tribes to the Ark,

then the Talisman can be joined, providing the Lemmings with the power to escape Lemming Island!

If you get only a few Lemmings from each tribe to the Ark, you'll be given a Bronze Talisman. A Silver Talisman is awarded when only a few extra Lemmings are lost. If you save the maximum possible number of Lemmings for each tribe, then you will be awarded a Gold Talisman. Try your best, but remember - losing a few along the way is inevitable.

The Goal

The objective of the game is to get as many Lemmings as possible from their trap door (from which they appear) to the level exit (which looks like a house or a doorway - it varies from tribe to tribe). This can be a difficult task! Lemmings are quite adorable, but they aren't very smart. They'll walk straight into a trap without thinking twice - or even once! Sometimes, one will even fall off a cliff and go "splat" - oh no! It's your job to tell the Lemmings what to do so that they'll stay out of danger - and get to the exit - in one piece. If you lose some Lemmings, you'll start the next level with that many fewer Lemmings - lose too many, and you can forget about picking up a Silver or Gold Talisman. So be careful!

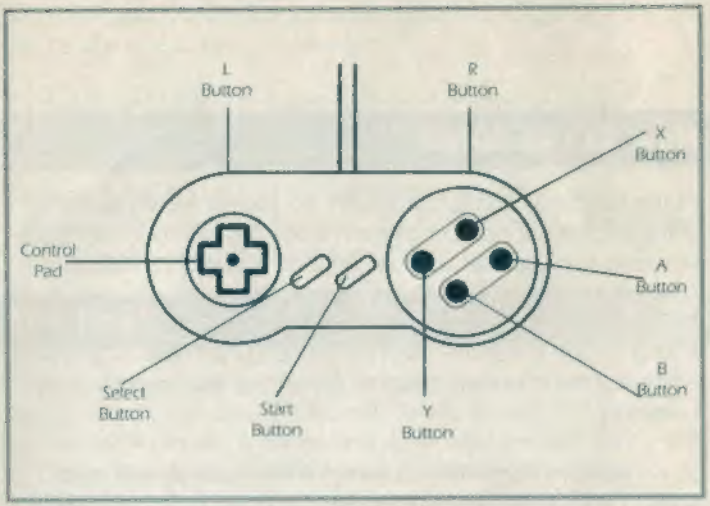
What Are Skills?

Your job is to assign skills to Lemmings - that's how you control them, and guide them to the exit. For each level, you are assigned up to eight skills, out of a total of more than fifty. You'll encounter many obstacles, and you will occasionally get stuck. Keep in mind that there are usually many different ways to get past an obstacle. If a Lemming is blocked by a small pillar, you could, depending on the skills available on the level, bash through it, climb over it, build over it, destroy it with a flame thrower, or jump over it - and that's not all!

How To Use Skills

At the bottom of the game screen is a row of eight Lemming skill icons, with a number in each icon. This number will count down as you use that skill. When the number in a skill icon reaches zero, the skill is all used up for the level!
To select a skill for a Lemming, move the cursor over a skill icon and press the B button. Then move the cursor over a Lemming and press the B button again to assign the selected skill to the Lemming.

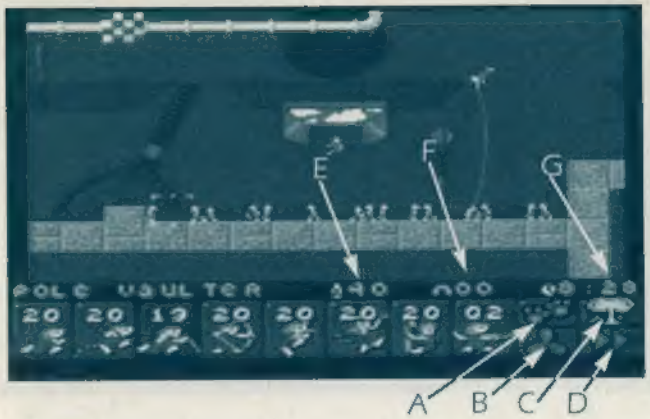
Some skills are performed instantly. Some have limited durations. Other skills are "remembered" and will performed whenever appropriate (for example, a swimmer Lemming will swim whenever he encounters water - the skill doesn't run out). Some skills require further direction from you - for example, an Archer Lemming needs you to choose the direction that the arrow should be shot. See the individual skills section for more information. And remember, you can always try out a skill in practice mode.



Game Controls

Control Pad - cursor movement
Select - Fast Forward
Start - Pause
L - Move to previous Skill icon
R - Move to next Skill icon
Y - Fan Mode Toggle
X - Lock-on Lemming Mode
A - Screen Scrolling Mode
B - Select Lemming or Icon

Lemmings 2 works extremely well with the Super Nintendo mouse. If you have one, make sure to have it hooked up before applying power to your Super Nintendo Entertainment System!



Game Icons

An icon can be selected by moving the cursor above the icon and pressing the B button.

A–Pause

This icon, when selected, pauses the game. Press the B button to resume the game. Pressing the START button will also pause and resume the game.

B–Fan

The fan can be selected by icon or toggled on and off by pressing the Y button. To activate the fan, hold down the B button. Ballooners, Magic Carpeters, Jet Packers, Twisters, Surfers, Parachuters, Hang Gliders, and Icarus Wingers can be blown around using the fan. Chain ropes can also be blown around by placing the fan near the top of the chain rope.

C–Nuke
Press the nuke icon twice to end the level and (sniff!) say goodbye to your Lemmings.

D–Fast Forward
This button can be selected by icon or toggled on and off by pressing the SELECT button. For the impatient.

E–Lemmings Left
Number of Lemmings remaining in the tribe.

F–Lemmings Saved
Number of Lemmings you have saved so far.

G–Time Remaining
You guessed it - how much time you have left to complete the level.

Scrolling the Screen
Each Lemmings 2 level is much bigger than the displayable area of the screen. To scroll the screen, you can either hold down the A button and use the control pad, or move the cursor to the edge of the screen.

Lock-on Lemmings
To lock on to a Lemming, press the X button and move the direction control towards the target Lemming. The cursor will lock to the Lemming. Once a Lemming has been targeted, he can be given a skill. Press the X button to unlock the cursor.

The Main Menu

Any of the following options can be selected by moving the cursor over an icon and pressing the B button.

Map
The Island map allows you to begin play with the tribe of your choice. Move the cursor over a tribal area and press the B button to start.

Practice
Before you plunge into the game, it's a good idea to practice using some of the many incredible Lemmings skills. Choose eight Lemming skills you want to try out by moving the cursor over the skill and pressing the B button. Then pick one of four practice levels. There aren't any exits on the practice levels - if you want to leave, move the cursor over the "nuke" icon and press the B button twice.

Play

If you can't decide which tribe to start with, select the Play icon. You'll automatically start on the Beach tribe. If you are playing from a saved game, you'll start from where you left off. If you want to start on a different tribe, choose the Map option.

Save

Use the save option to store the position of all twelve tribes. Pick one of the four save positions by moving the cursor over the name and pressing the B button.
Now you can turn off your Super NES without losing your progress!

Load

Select this option if you want to load a game that you have previously saved. Select a position - all the tribes will be restored to their previously-saved state.

The Preview Screen

This screen appears before the gameplay begins. The number and kinds of skills for the level are displayed along the left. On the right, the Tribe name is displayed. Below the tribe name is a small picture of the level. Two arrows let you select levels that you have previously completed, so you can try again to save more Lemmings! The level name and allotted time is listed below the level selector. You should see a number of Lemmings dancing along the bottom of the screen. This shows how many Lemmings there are left on the selected tribe and level. Big dancing Lemmings represent ten Lemmings, while small dancing Lemmings represent single Lemmings.
If you have already completed the selected level, an animated icon will appear above the tribe name, displaying whether you received a gold, silver or bronze solution.

End of Level Screen

When you have completed a level, this screen appears. The number of Lemmings left is displayed along with a medal. If you receive a gold medal, then you have saved the maximum possible number of Lemmings for that level. If you get 120 gold medals, you will get a gold Talisman. Silver and bronze medals are lesser awards.

You are given three options:

1. Play the next level with the number of Lemmings saved from this level.
2. Replay the level to try and save more Lemmings
3. Return to the menu screen

If you want, you can return to the main menu to save the game or select another tribe.

Skills Summary

WIND SKILLS

Ballooner

A Lemming made into a Ballooner will rise into the air vertically and keep rising. A Ballooner can't be changed into anything else unless the Balloon bursts.

Magic Carpet

Magic Carpets float above the ground and adjust their height to follow the terrain. If they go over the edge of a cliff they will sink downwards until they settle again. They only change back when they hit something.

Jet Pack

Jet Packers float above the ground and only move with the aid of the fan. There is a time limit for the Jet Pack fuel of about 10 seconds.

Twister

Twisters spin around very quickly and stay on one spot. When the Fan is used, they can be blown through obstacles, leaving a tunnel behind them. If they are blown off the ground they will stop being a twister.

Surfer

A Lemming who's drowning or swimming can be turned into a Surfer and will only move by using the fan. A Surfer will automatically jump off his surf board at the edge of the water. He can also be blown around by the fan in any direction.

Parachuter

A Parachuter floats downward and can be blown horizontally by the Fan as he descends. This is a permanent skill.

Hang Glider

A Hang Glider will sail downwards at an angle until he hits the ground and can't be changed to anything else while Hang Gliding, but his hang time and distance can be affected by the fan.

Icarus Wings

Lemmings with Icarus Wings fly horizontally until they encounter an obstacle and can be blown in any direction with the Fan.

GROUND REMOVING SKILLS

Scooper

A Scooper will dig down diagonally as far as possible with his spade. He can be changed into something else while still Scooping.

Club Basher

Bashes through obstacles, clearing a path horizontally. He can be changed into something else while he's Bashing away.

Digger

A Digger digs down as far as he can go, leaving a vertical hole behind him. He can be changed into something else while Digging.

Basher

A Basher smashes his way through obstacles in a horizontal straight line. He can be changed into something else when he is still Bashing.

Miner

Miners dig down at an angle, leaving a tunnel behind them. They can be changed into something else whilst still Mining.

Fencer

A Fencer will cut away the landscape and leave a tunnel at a slightly upwards angle. He can be changed into something else when he is still Fencing.

Stomper

A Stomper jumps up and down and smashes a vertical trail through the ground. He can be changed into something else when he is still Stomping.

Laser Blaster

A Laser Blaster will vaporize landscape that is directly above. He can be changed into something else while he is doing this.

Flame Thrower

A Flame Thrower will remove a part of the Landscape in a single blast. He can't be changed into anything else when he is doing this.

Exploder

An Exploder will explode, making a crater in the landscape. The Lemming doesn't survive. When you choose a Lemming to become an Exploder he will continue doing whatever it was he was doing for five seconds before

exploding. Any Lemming can be made into an exploder.

Bomber

A Bomber will lay down a bomb at his feet. The bomb will then explode, making a crater in the landscape. The Lemming survives the explosion.

GROUND ADDING SKILLS

Filler

A Filler will pour a setting liquid from a bucket which will follow the shape of the ground as much as possible. It hardens when it comes to rest. He can't be interrupted or made to do anything else while he's pouring.

Builder

Builders will build a ramp sloping upward from 12 bricks. A Builder can be interrupted any time by changing him to something else.

Planter

Planters grow plants. They help to form part of the landscape when they're fully grown and are useful for walking on.

Stacker

A Stacker will build a wall from 12 bricks. When he completes it he will be standing at the top of the wall and will resume walking in the direction he was going when he was turned into a stacker.

Platformer

A Platformer will build a horizontal ramp from 12 bricks. He can be stopped once he's started, although he will stop if he hits a wall or obstacle.

Sand Pourer

A Sand Pourer creates a mound of sand. Sand Pourers can't be stopped or changed into anything else once they have started.

Glue Pourer

A Glue Pourer is similar to the Filler with a crucial difference. The cement from a Filler will drip down through holes but Glue from a Glue Pourer will not. Glue will stop when it hits an obstacle.

SHOOTING SKILLS

Archer

Select a Lemming and press the B button for the Lemming to load his bow. Moving the cursor will make the Archer aim to that point–another press on B makes him fire the arrow which will stick into the landscape. The distance from bow to cursor determines the power of the shot.

Thrower

A Thrower will throw a rock which will stick to the landscape. He'll throw it at a greater distance if he is a Runner to begin with.

Bazooker

A Lemming armed with a Bazooka can fire a shell in an arc across the landscape. The shell blows away some of the landscape.

Spearer

A Spearer throws a spear which will embed itself in the landscape. He throws it a greater distance if he was a Runner to begin with.

Mortar

A Mortar Lemming will fire a shell into the air. Where the shell lands, a bit of the landscape will be blown away.

Roper

A Roper fires a grappling hook which pulls a line after it. Select a Lemming and press the B button - this readies the Lemming to fire his grappling hook. Moving the cursor aims his shot, and pressing the B button again fires the hook in the direction of the cursor. The Lemmings can then walk on the line.

MOVING SKILLS

Walker

This is the standard Lemming. He dawdles across the landscape, but can't cross any obstacles which are too steep.

Runner

A Runner moves faster than a Walker. When a Runner is made into a Jumper it jumps further than if it had been a Walker. This is a permanent skill.

Jumper

A Jumper will jump once when clicked. If it was a Walker to begin with then the distance jumped will be short. If it was a Runner to begin with then the distance jumped will be greater.

Hopper

A Hopper hops until he hits an obstacle or is given another skill. He can only be given another skill if he's on the ground.

Skater

Certain areas of ice cause Lemmings to slip and fall over. Skaters can overcome this problem by staying upright and skating over the ground. This is a permanent skill.

Kayaker

A Lemming can cross water by using a Kayak. He can only be changed to this skill when he is in the water. He will then kayak across the water until he reaches land.

Swimmer

Swimmers swim through water and then climb out of it. This is a permanent skill. Whenever he encounters water again he will be able to swim, no matter what he does in between swims.

Climber

Climbers can climb up vertical surfaces but will fall off if they encounter an overhang. The ability to climb is a permanent skill.

Magno Boots

With special boots, a Lemming can walk up any surfaces and even upside down along ceilings. They can be changed to another skill, but only if they are not on a wall or ceiling.

Pole Vaulter

A Pole Vaulter lifts himself into the air with a pole after a short run. If the pole touches any obstacles then the attempt fails.

Slider

A Slider is like a climber in reverse. When he comes to an edge he will flip over and slide down as long as it is a vertical surface. If a Slider drops off onto the ground, he will move the opposite way that he was facing originally. When he comes to a drop he will hang there for a second, giving you the chance to change him into a shimmier. Sliding is a permanent skill.

Rock Climber

A Rock Climber can scale vertical surfaces and also get around overhangs up to 45 degrees. The ability to Rock Climb is a permanent skill.

Shimmier

A Shimmier will jump into the air and try to grab onto the ceiling. He then shimmies along the ceiling for as long as possible. If he runs out of ceiling then he hangs there for a second allowing for a change of skill.

Diver

A Diver can take a plunge of tall cliffs into water and still survive. Miss the water, and "splat"!

MISCELLANEOUS SKILLS

Attractor

Choosing this skill will make the Lemming play music and cause other Lemmings close by to stop and dance. You can make him stop by assigning him another skill.

Floater

A Floater will slowly float down to the ground if he falls from something. The ability to float is a permanent skill.

Blocker

A Blocker simply prevents Lemmings from passing. He can be changed back to a Walker by blasting the ground from underneath him.

SuperLem

A Super Lemming flies into the air and follows the cursor. If he hits the cursor or hits an obstacle then he returns to normal.

LEVEL ITEMS

Trapdoor

Lemmings appear through the trapdoor when they enter each level. The trapdoors on various levels look different; some look like real trapdoors, while others appear as 'holes' in the ceiling, etc. There can be more than one trapdoor on a level, so make sure you examine the level carefully before beginning!

Exit

Your goal on each level is always to get as many lemmings as possible into the Exit. The exit looks different from level to level, but the lemmings will always go "Yippee!" when they go through an exit.

Traps

These are items which fold, spindle, or otherwise damage your lemmings. These devices (or creatures) are to be avoided whenever possible! (Except when you just feel like watching what happens when a lemming meets a giant frog, for instance)

Chains

Lemmings can hang onto chains and get flung off quite a distance! For instance, if you make a lemming jump at the lower part of a chain, and then use the fan to blow the cups at the top of the chain, the chain will swing faster and faster. Simply click on the button where the chain is attached to the platform (there're arrows pointing to it), and the lemmings will let go, landing wherever their inertia takes them!

Other Devices

Other strange and wonderful devices exist in the Lemmings' world. Its up to you (and them!) to discover them!

TAKE A WALK ON THE BEACH

If you're still a little foggy on how handle your Lemmings, here's a complete walk-though of Beach level 1. Follow this and you should have a good idea how to keep your Lemmings walking the straight and narrow, and insure the survival of our little green-haired friends.

First, select "Map" from the main menu (To select an item, move the cursor over the item and press the B button). A map of Lemming Island will appear. Now, select the Beach tribe, which is located on the lower left part of the island. A screen will appear showing information about the level; hit the B button to start the action!

You'll notice four Lemming entrances on the level: one in the top, one in the middle of the screen, one in the lower left, and another in the lower right area of the level. You can scroll around by simply pushing the cursor over to the edge of the screen.

First, scroll the play area so the top entrance is in view. Select the "stomper" icon from the row of icons on the bottom of the screen (it's the fifth one from the left). Now, wait until there's a Lemming stuck in the little pit to the upper right. Move the cursor over this Lemming and hit the B button. Watch what happens - the Lemming will start to stomp a hole in the ground! Now, all the Lemmings from the top level can fall through the hole and join the Lemmings on the middle level.

Next, select the "flame thrower" icon (the third from the left). Follow a Lemming that's walking back and forth under the middle exit. Wait until the Lemming is almost touching the base of the umbrella to the left, and quickly select the Lemming before he hits the umbrella and turns around. The Lemming will flame a hole through the base of the umbrella!

Scroll the screen down to the palm tree in the lower left area of the screen. Select a Lemming just before he bumps into the palm tree and turns around - if you do it right, he'll burn a hole through the palm tree for the Lemmings to walk through. Now, most of the Lemmings will be able to reach the exit (which looks like a sand castle on the Beach Lemmings levels).

You're not done yet - the Lemmings in the lower right area of the screen are still trapped. Scroll over to them, and make one flame through the green Lemming Can that is blocking their way. Now, all the Lemmings can get to the exit. You'll have to wait until the last Lemming reaches the exit - if you're impatient; hit the fast-forward icon (it's in the lower right corner of the screen).

Credits

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Gary Timmons	Game Graphics
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